## II. IN THE DRAWINGS

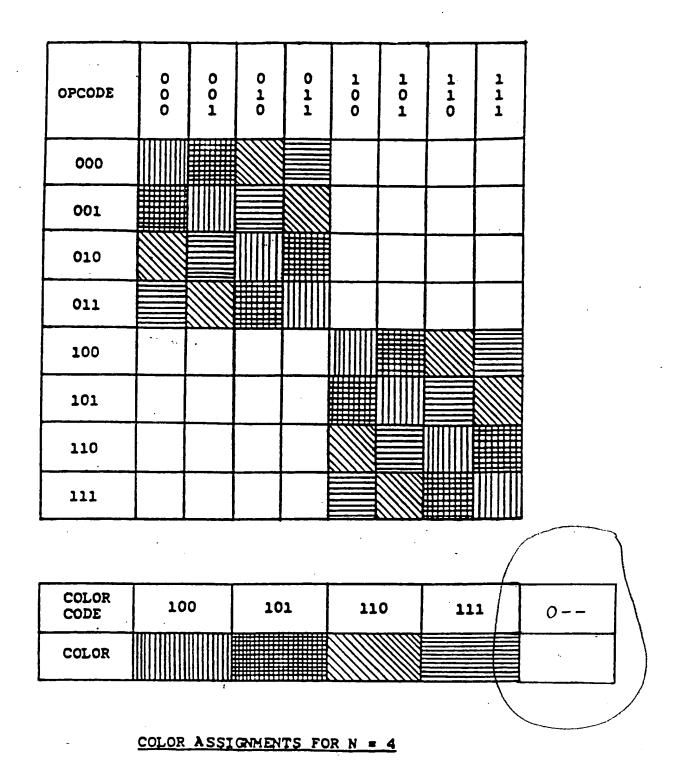
- 1. Please amend FIGS. 23 & 24, as indicated in attached replacement drawings for these figures, by adding to the second (bottom) tabulation in each of these figures the color codes "0--" and "0---" corresponding to the blank (white) squares in the first (top) tabulation.
- 2. Please amend FIG.18, as indicated in the attached replacement drawing for this figure, by clarifying that the assignment of "4" to the number of predetermined colors which may be displayed for the 4x4 preferred embodiment does not include the reflected color from the surface of the display when it is dark. Also, the definition of the Boolean operator "©" should be changed from "INCLUSIVE OR BOOLEAN FUNCTION" to "EXCLUSIVE NOR BOOLEAN FUNCTION."

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## **LEGEND**

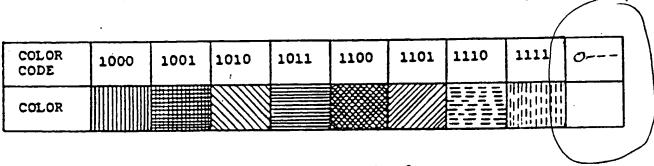
- N DIMENSION OF LOGIC GAME = NUMBER OF PREDETERMINED COLORS
  WHICH MAY BE DISPLAYED, (EXCLUDES REFLECTED COLOR WHEN DISPLAY IS DARK).
  - = 4 (FOR THE PREFERED EMBODIMENT)
- n I NUMBER OF BINARY BITS IN OPCODE AND COLOR CODE.
  - = 1n N + 1 = 3 (FOR THE PREFERED EMBODIMENT)
- I ROW NUMBER I, I = 1, ..., N
- J i COLUMN NUMBER J, J = 1, ..., N
- DIR : ROUTE DIRECTION BETWEEN TWO ADJACENT ROUTING SQUARES;
  - "R" DENOTES RIGHT
  - "U" DENOTES UP
  - "L" DENOTES LEFT
  - "D" DENOTES DOWN
- T : OPCODE TRANSMITTER; T = 1, ..., 2N
- R : OPCODE RECEIVER; R = 1, ..., 2N
- RC(T) : RECEIVER CONNECTED TO TRANSMITTER "T"
- TC(R) : TRANSMITTER CONNECTED TO RECEIVER "R"
- W(I,J) : STATUS OF SWITCH LOCATED AT ROW "I" AND COLUMN "J"
- TCODE(T): OPCODE AT TRANSMITTER "T"
- RCODE(R): OPCODE AT RECEIVER "R"
- C(R) : COLOR CODE AT RECEIVER "R"
- x(i) : THE ith BIT OF OPCODE "X"
- y(i) : THE ith BIT OF OPCODE "Y"
- cb(i) : THE ith BIT OF COLOR CODE "C"
- C1(I,J): COLOR CODE AT THE RIGHT EDGE OF THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
- C2(I,J) : COLOR CODE AT THE TOP EDGE OF THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
- C(1,J) : COLOR CODE SELECTED FOR DISPLAY AT THE ROUTING SQUARE LOCATED AT ROW "I" AND COLUMN "J"
  - + EXCLUSIVE OR BOOLEAN FUNCTION
  - [ [INGLUSIVE OR BOOLEAN FUNCTION]] EXCLUSIVE NOR BOULEAN FUNCTION

EXPLANATION OF PROGRAM VARIABLES OF FIGS. 19 - 22



AMENDED FIG. 23

OP- CODE	0 0 0	0 0 0	0 0 1 0	0 0 1	0 1 0 0	0 1 0	0 1 1	0 1 1 1	0 0	1 0 0	0 1 0	1 0 1	1 0 0	1 0 1	1 1 0	1 1 1 1
0000																
0001																
0010																
0011																
0100																
0101																
0110	X												_			
0111	M												1.000	,,,,,		2001
1000													₩			
1001																
1010																
1011																
1100																
1101																
1110								<u>'</u>								
1111																



COLOR ASSIGNMENTS FOR N = 8

AMENDED FIG. 24